

Fig. 1

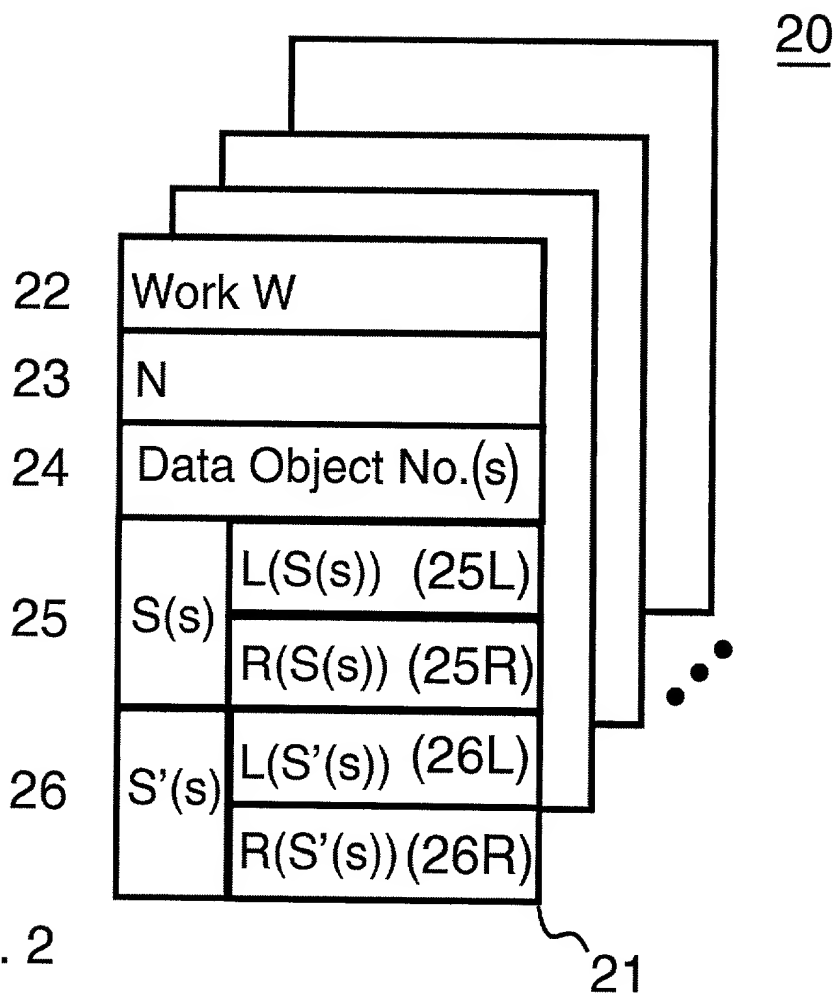


Fig. 2

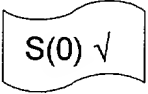
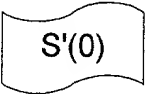
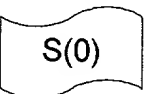
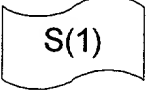
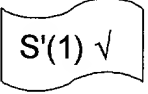
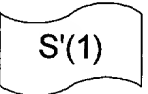
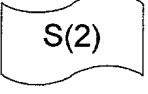
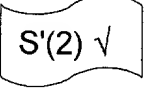
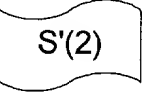
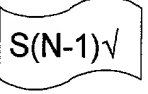
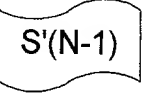
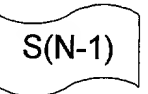
data set number	$CE(A,W)$	1st set of data objects	2nd set of data objects	data on disc W_A
0	0			
1	1			
2	1			
⋮	⋮	⋮	⋮	⋮
N-1	0			
31	32	33	34	35

Fig. 3

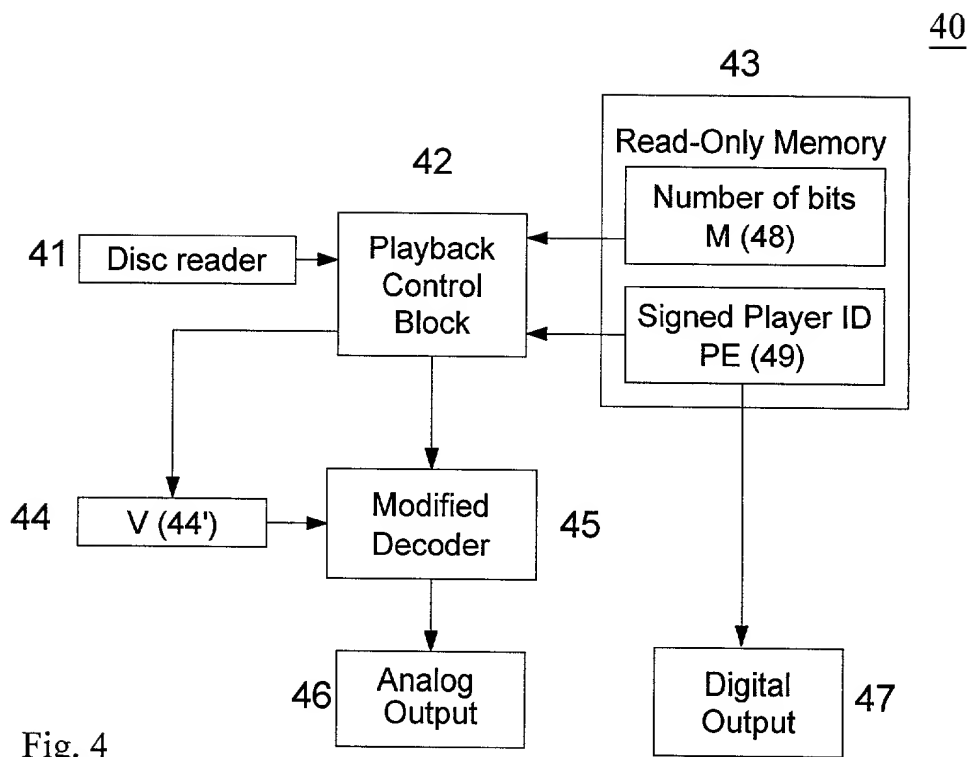


Fig. 4

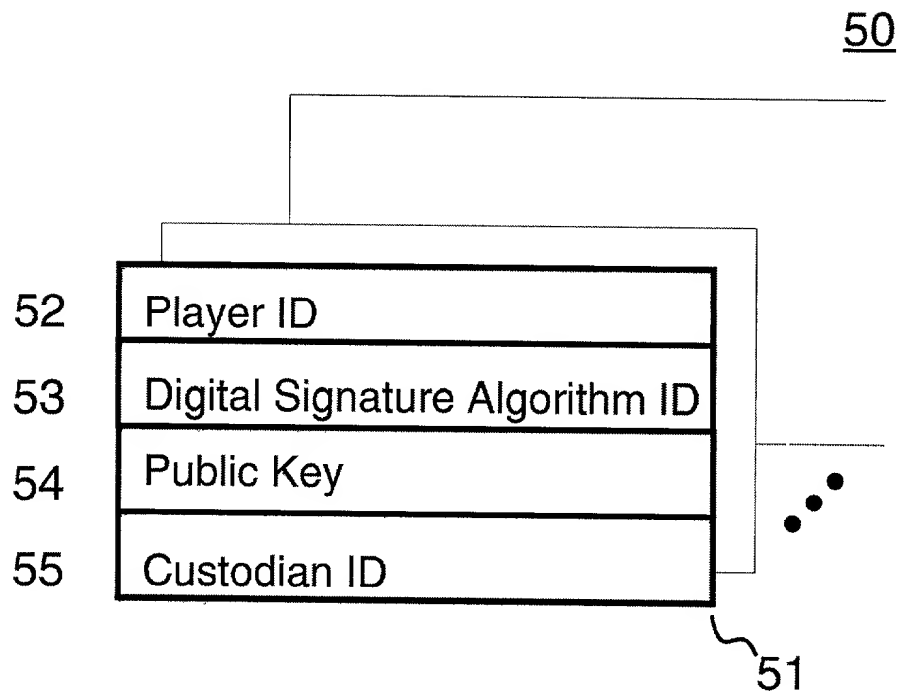


Fig. 5

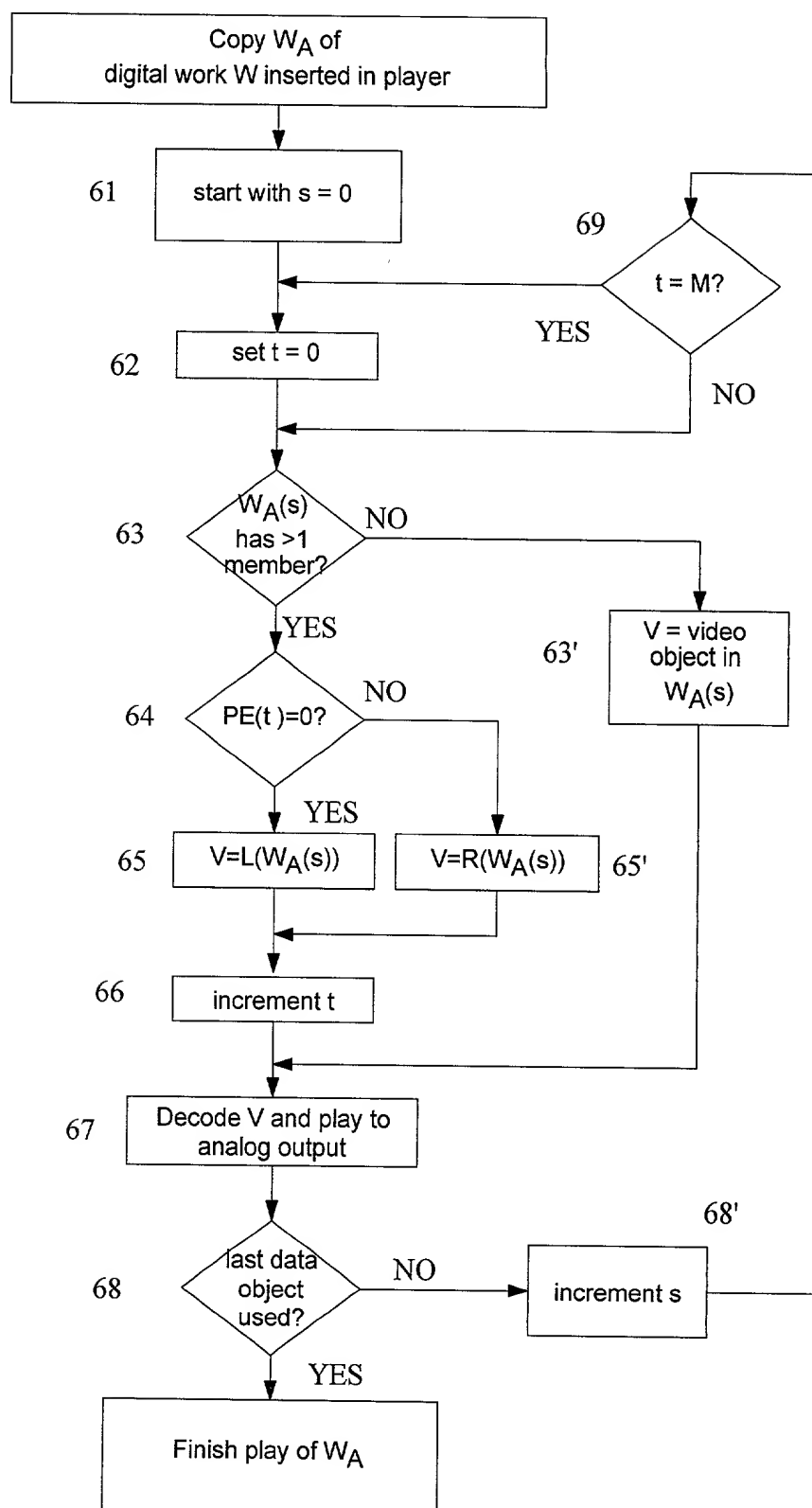


Fig. 6

data object number s	Multiple copies of signed player ID PE	first view	second view	Data used to generate analog signal
0	0	$LW_A(0))\sqrt{\quad}$	$R(W_A(0))$	$LW_A(0))$
1	1	$L(W_A(1))$	$R(W_A(1))\sqrt{\quad}$	$R(W_A(1))$
.
.
.
k	x	$W_A(k)$	x	$W_A(k)$
.
.
.
N-1	0	$L(W_A(N-1))\sqrt{\quad}$	$R(W_A(N-1))$	$L(W_A(N-1))$
71	72	73	74	75

Fig. 7